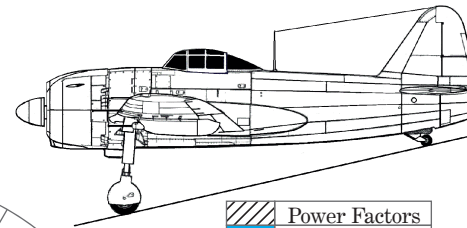


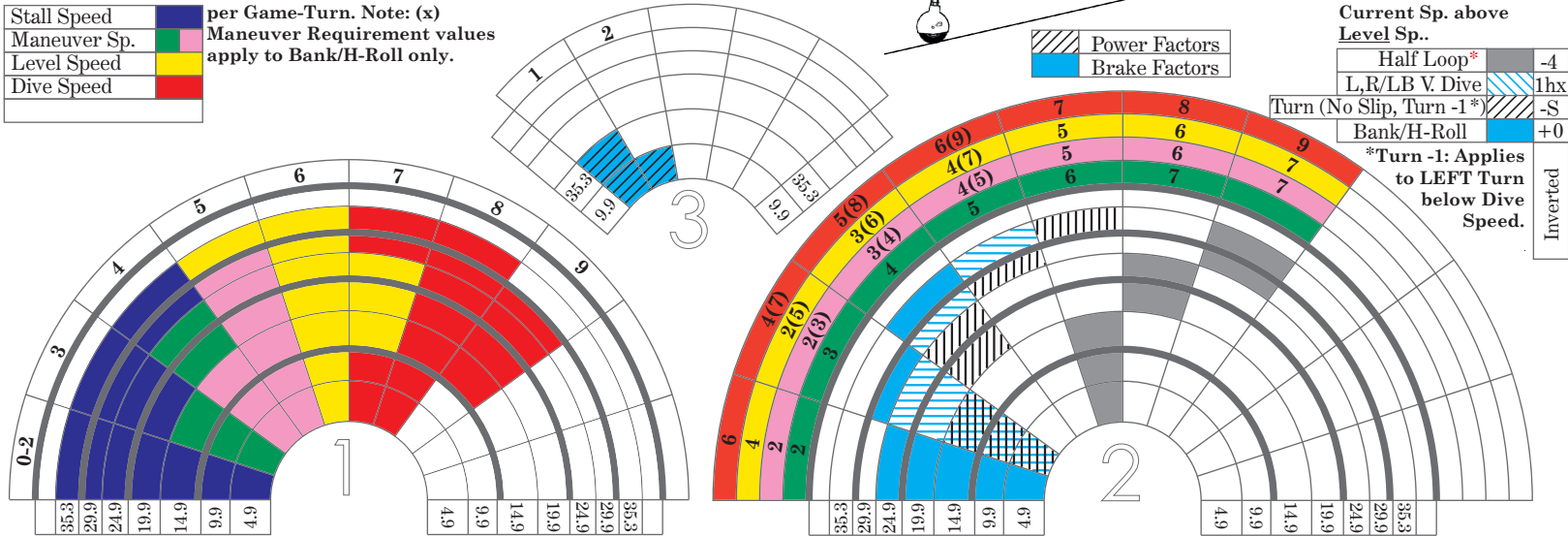
N1K1-J

Kawanishi N1K1-J "George". Day Fighter.
P.V.: 21. Engine Type: R. Producer: Imperial Japan.
Introduced in early '44. 1007 built, 824 during 1944.
Note: 1 Turn Maneuver Requirement allows 4 Turns

Stall Speed	Blue	per Game-Turn. Note: (x)
Maneuver Sp.	Pink	Maneuver Requirement values
Level Speed	Yellow	apply to Bank/H-Roll only.
Dive Speed	Red	



Speed Change



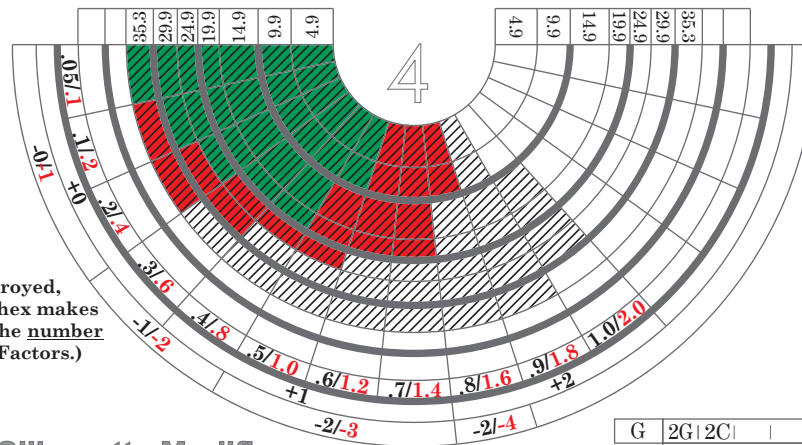
*H-Loop: +.4 to
Maneuver/PINK! Sp.
black Max. Dive value,
Level Sp.: +1.0.
Both +.2 per 5.0.
(No Dive Sp. values.)*
*Diving H-Loop not
allowed from a
Current Sp. above
Level Sp..

Half Loop*	-4
L,R/LB V Dive	1hx
Turn (No Slip, Turn -1*)	-S
Bank/H-Roll	+0
*Turn -1: Applies to LEFT Turn below Dive Speed.	Inverted

Speed Increments

Altitude Change

Maneuverability Requirements



Dive Acceler.	+1
Climb Deceler.	-1
Max. Dive	
Dive Sp. Climb	
Max. Climb	

Note: If one 2C(4) or 2G(4) gun is destroyed,
firing the others beyond a range of 1 hex makes
the Total Gun Factor value equal to the number
of available guns. (ie; 3 guns = 3 Gun Factors.)

Target Characteristics

W	4	Cn	4	Mg	8
F	6	L	3	G	3
C	3	E	-	E	-
E	3	E	-	E	-
G	2G 2C 1M	1M 2C 2G			
	(3) (3) (4)	(4) (3) (3)			
	FF FF	FF FF			

Variants

300 built.

Silhouette Modifier

Silhouette	+2
------------	----

G	2G 2C			2C 2G
	(4) (4)			(4) (4)
	FF			FF

N1K1-JA. 500 built.

G	2G 2C			2C 2G
	(4) (4)			(4) (4)
	FF			FF

N1K1-JB. 200 built.

Cn: 8. G: 10. Add +1 to PINK
Maneuver Sp. Bank/H-Roll.

Special Note: For all 2C or 2G gunfire: No Speed/Hit Table hit reduction
for "W" hits during any maneuver or at any speed.